ABSTRACT

A method and gaming machine for generating display indicia in synchronization with an adjacent gaming machine is disclosed. The gaming machine includes a display, an emitter, and a sensor. The sensor detects a first signal from the adjacent machine. In response to the first signal or a game-related event in a game

5 executed on the machine, the machine generates the display indicia on the display and emits a second signal from the emitter. The display indicia may vary depending upon whether it is generated in response to the first signal or in response to the game-related event. The second signal may be detected by yet another adjacent gaming machine which, in turn, generates the display indicia on its display.

10